How to convert and use 1.2 skins in 1.6

Moderator: rotton50

How to convert and use 1.2 skins in 1.6

by **Moggy** »

What's the difference between 1.2 and 1.6 aircraft files?

Essentially, none. The .tpc skinfiles and .3dz wire frame files in 1.2 and 1.6 are in exactly the same format. The only thing that is different is the *filenaming* convention. In 1.2 these files are still named for the original EAW slot in which they are to be used ie P109ETEX.TPC, P109EF.3DZ etc. In 1.6 all aircraft files are named simply PlaneTEX.tpc PlaneF.3dz etc.

How are these aircraft files used differently in 1.2 and 1.6?

To use a new skin/3dz fileset in 1.2 you could just simply drop it into the EAW root folder. The game will then use it in preference to the stock files in the CDF archives. Of course when you stopped using those files, to restore the default, you had to fish them out again.

One of the basic principles in the Code Group development of EAW is for players to avoid as far as possible the messy dropping files into folders, then having to remove them, and generally having swapping files in and out. The Group thinks that just gets tedious and ends up fragmenting your hard disk.That was why the "dir.set" system came in with EAW 128C in 2008, and the slotfree aircraft system came in principally with EAW 140 in 2014.

To use a new skin/3dz package in 160, you have to invest a little more time in the original setting up, but once it is done you can move your new aircraft in and out of the game with a couple of mouse clicks

How do you use a 1.2 skin in 1.6?

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There are three steps. ***First*** convert the skin and 3dz filenames and the .3dz internal skin references, and find any other files that you need. ***Second*** load the new files into the Aircraft Inventory. ***Thirdly*** add the new plane to a planeset. Once you have the new plane in a planeset you can use the 1.6 Manager to load and unload the plane with a few mouseclicks. No more having to copy the files to the root folder, and then having to delete them, or move them to another folder afterward.

Contents of this thread

First find a skin you want to use and convert it. Find any other files needed

Find a home for newly converted files in the planes inventory

Adding your new plane inventory folder to a planeset

Fly your new plane

Moggy
www.mogggy.org

Top

First find a skin you want to use and convert it & find any other files needed

by **Moggy** »

First find a skin you want to use and convert it

Lets assume you download Chompy's P-51B 'Cripes A' Mighty 3rd' of the 352FG, 487FS, during the Normandy landings of June 6th 1944, from Sandbagger's mighty Tally-Ho!
site https://www.thatoneplease.co/chompy.html

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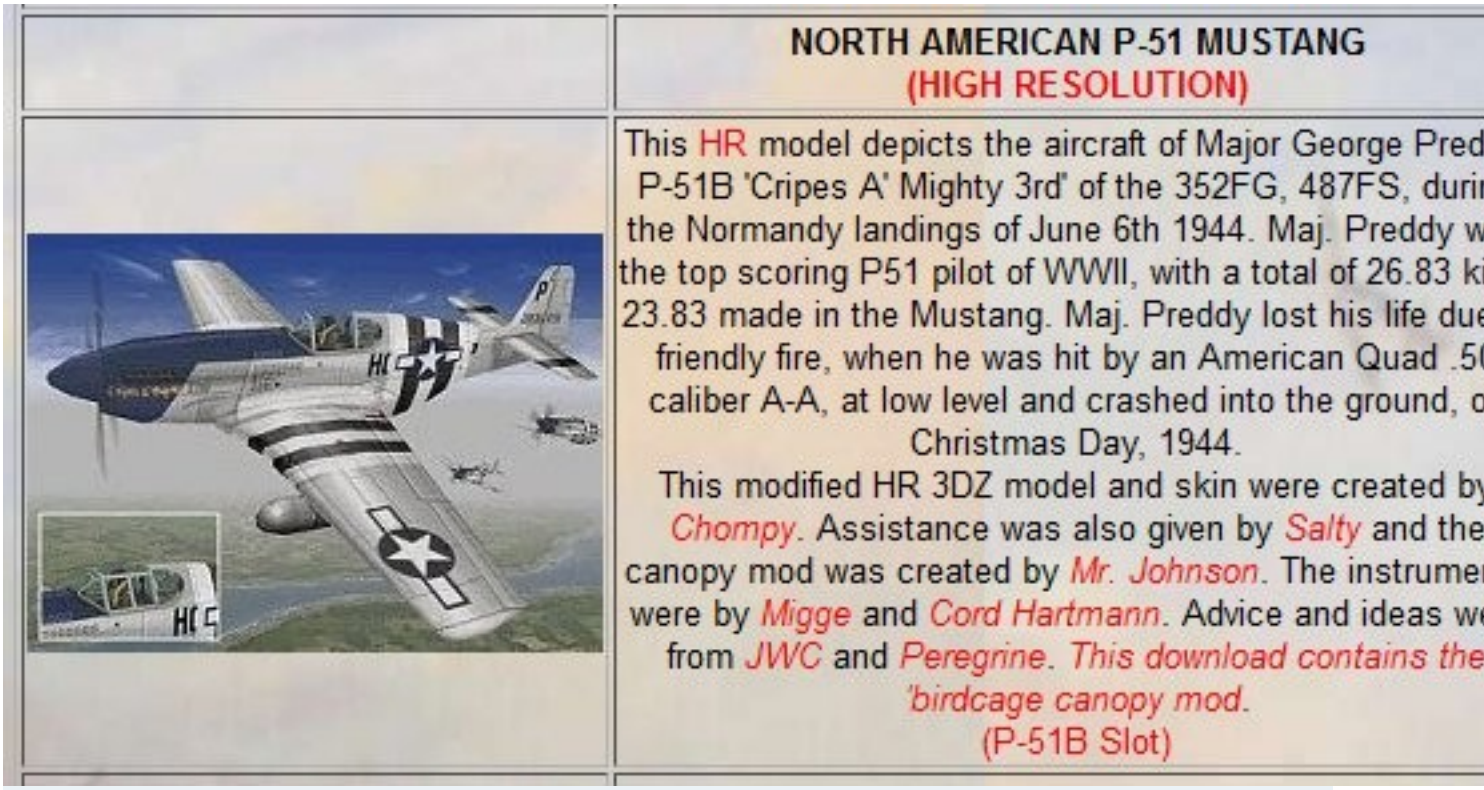
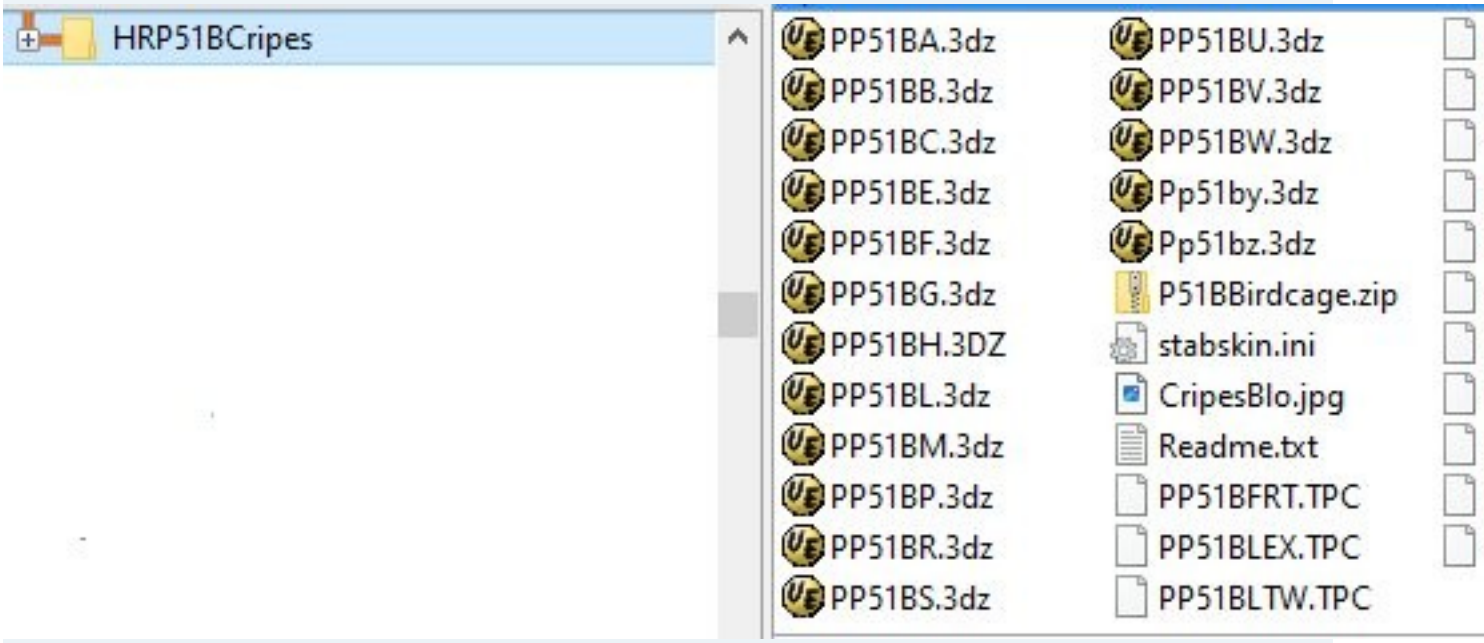

NORTH AMERICAN P-51 MUSTANG
(HIGH RESOLUTION)
This HR model depicts the aircraft of Major George Pred
P-51B 'Cripes A' Mighty 3rd' of the 352FG, 487FS, duri
the Normandy landings of June 6th 1944. Maj. Preddy w
the top scoring P51 pilot of WWII, with a total of 26.83 k
23.83 made in the Mustang. Maj. Preddy lost his life du
friendly fire, when he was hit by an American Quad .5
caliber A-A, at low level and crashed into the ground, o
Christmas Day, 1944.
This modified HR 3DZ model and skin were created b
Chompy. Assistance was also given by Salty and the
canopy mod was created by Mr. Johnson. The instrume
were by Migge and Cord Hartmann. Advice and ideas w
from JWC and Peregrine. This download contains the
'birdcage canopy mod.
(P-51B Slot)

When you unzip it, you have this collection of files:



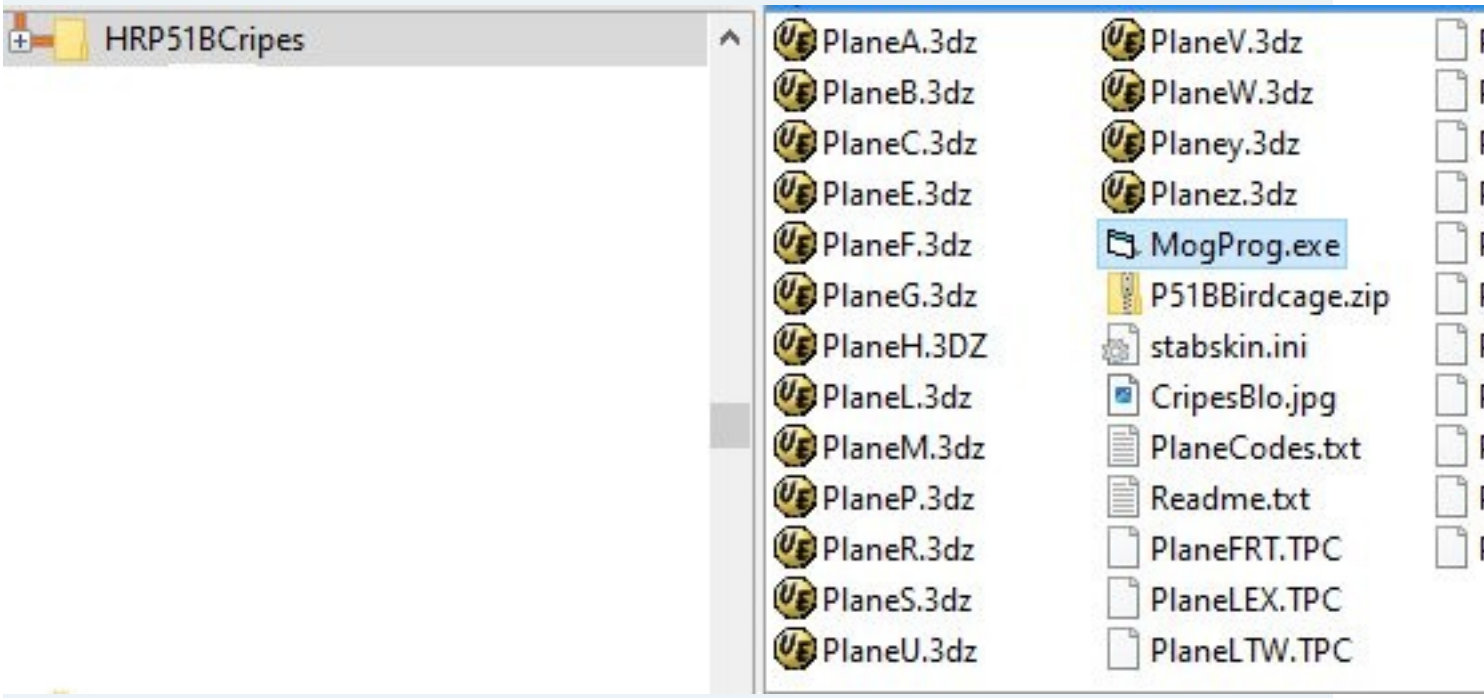
Note they are all in 1.2 format, with the "P51B" filename element.

Conversion to 1.6 format is in fact easily done with Jel's MogProg utility. Download

it HERE

This utility was originally written to convery 1.2 plane files between the named slots. But it can now equally be used to convert 1.2 aircraft files to 1.6 aircraft files. The version of the PlaneCodes.txt file supplied in the downloaded has been edited so that a 1.6 conversion can be made.

To use it, put MogProg.exe and PlaneCodes.txt in the same folder as the 1.2 skins/3dz files you want to convert. Run MogProg. In the drop down list select "LANE" as the plane code and click "OK re-write". Your 1.2 skins and 3dz files are converted to 1.6 useage:



Find any other files needed

Now, the thing is, just as if you using 1.2 and put that skin/3dz in the root EAW folder, you have to think about the other files that plane will need. Unlike in 1.2, in 1.6 your new plane cannot fall back on default aircraft files to make up for any files absent from the download. For example: If your downloaded file set doesn't have the cockpit/propview/wingview files, you won't see a cockpit in the game.

Luckily in a package like Chompy's from Tally-Ho, ***most*** of the cockpit/wingview files are present, and you have already converted them. That won't necessarily be the case with

other downloads from other sites. But some needed files may still be missing.

For our present purposes (a hires, single engine plane, 1.2 conversion) a complete aircraft file set could consist of the following:

(1) The .3dz wire frame and .tpc skin files:

Wire frame file	Description	Skinfile in this download	Usual skinfile names	Transpar file
PlaneA.3dz		PlaneTLL.tpc	PlaneA.tpc/PlaneAEX.tpc	
PlaneB.3dz		PlaneTLR.tpc	PlaneB.tpc/PlaneBEX.tpc	
PlaneC.3dz		PlaneTEX.tpc	PlaneC.tpc/PlaneCEX.tpc	
PlaneE.3dz	Fuselage & wings	PlaneREX.tpc	PlaneE.tpc/PlaneEEX.tpc	
PlaneF.3dz		PlaneFRT.tpc	PlaneTEX.tpc	PlaneTRA
PlaneG.3dz		PlaneLEX.tpc	PlaneG.tpc/PlaneGEX.tpc	
PlaneP.3dz	propeller	PlaneTEX.tpc	PlaneP.tpc/PlanePEX.tpc	
PlaneM.3dz	middle distance model	PlaneMEX.tpc	PlaneM.tpc/PlaneMEX.tpc	
PlaneH.3dz	shadow	PlaneTEX.tpc	(PlaneTEX.tpc)	
PlaneR.3dz	torn off wing right	PlaneRTW.tpc	PlaneREX.tpc	
PlaneL.3dz	torn off wing left	PlaneLTW.tpc	PlaneLEX.tpc	
PlaneU.3dz	cockpit wing view	PlaneWNG.tpc	PlaneU.tpc/PlaneUEX.tpc	
PlaneV.3dz	inner left side of cockpit	PlaneV.tpc	PlaneV.tpc	PlaneVTR
PlaneW.3dz	inner right side of cockpit	PlaneV.tpc	PlaneV.tpc	PlaneVTR
PlaneX.3dz	instrument panel		PlaneX.tpc	
PlaneY.3dz	cockpit propeller view	PlaneTEX.tpc	PlaneY.tpc	PlaneYTR
PlaneZ.3dz	gunsight shape	PlaneV.tpc	PlaneV.tpc	PlaneVTR

The file in red is missing from our download. The thing to notice here is that there are variations in the names EAW 1.2 modders gave to the skinfiles for the various .3dz files that constitute the model. As we can see, Chompy had his own scheme. The other thing to notice is that 1.6 does not use the S.3dz and T.3dz files that may be found in some downloads. So you can delete them from your download folder

(2) Other cockpit files

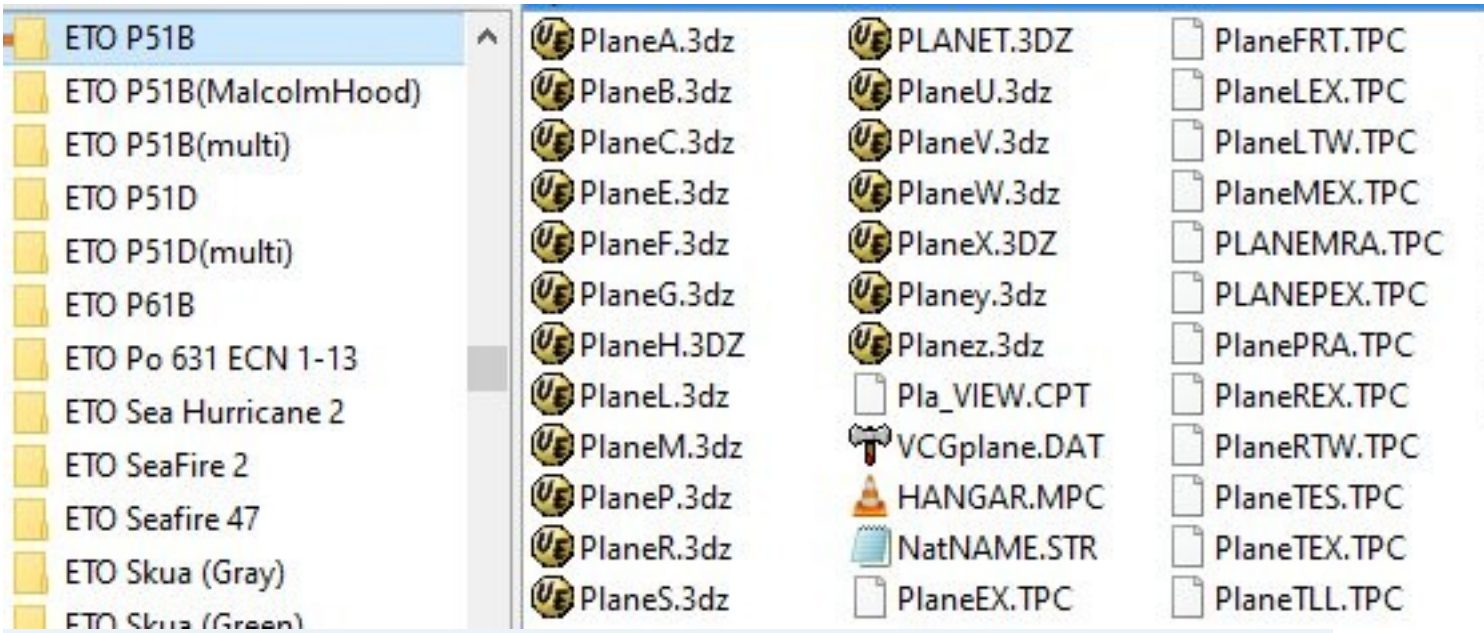
VCGPlane.dat (data for cockpit instrument panel guages)
Pla_view.cpt (actually the 2D cockpit file, but contains sprites for guage needles and other moving partts)

(3) Other files

Hangar.mpc (hangar screen)
NatName.str (display string for airforce/unit)

Chompy's original 1.2 download assumed that the plane would in 1.2, use the default files for the cockpit instrument panel, so he does not provide the VCG.dat, the view.cpt, or the X.3dz. He does supply the X.tpc, the panel skin file, to ensure that the panel colour fits with the rest of his aircraft skin. Chompy also assumed that the plane would use the default 1.2 files for the hangar screen. The NatName.str and its similarly named predecessors only came in with EAW 128 and the new style aircraft selection screens.

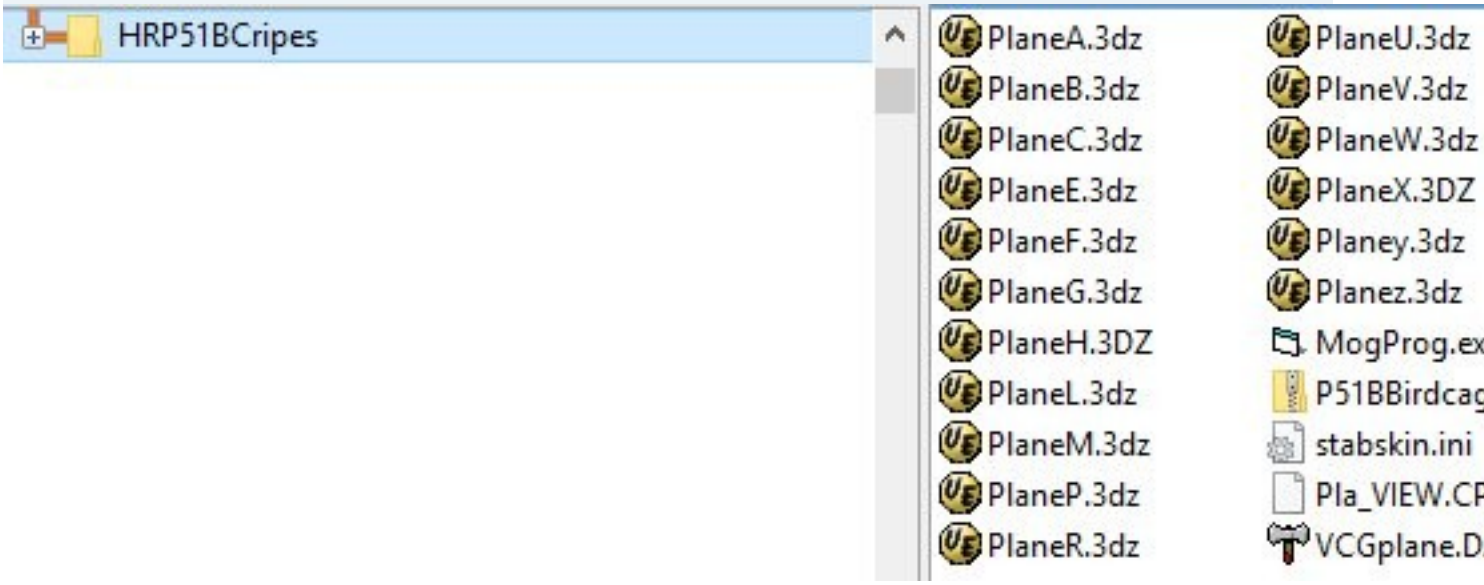
For the moment, and until you want to make hangar screens, or edit string files (yes you can do all of that!) there is an easy soloution to the missing files. The missing files can be copied from the default 1.6 P51B folder. Go and look in the Aircraft Inventory/ETO Planes/Skins/Allies/P51B folder:



The missing files you want are

PlaneX.3dz
VCGPlane.dat
Pla_view.cpt
Hangar.mpc
NatName.str

Simply copy these files from the default 1.6 P51B folder to your converted download folder. And now you have:



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T
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Find a home for newly converted files in the planes inventory

P
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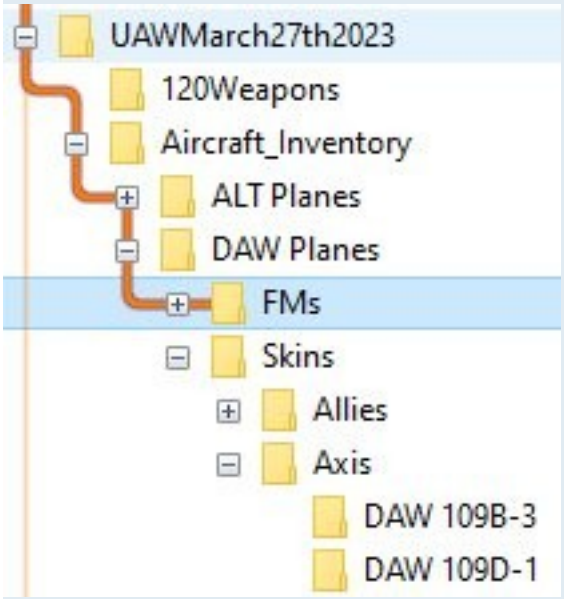
by **Moggy** »

Find a home for newly converted files in the planes inventory

Have a look HERE as to how the Aircraft Inventory setup looks in 1.6



If you're going to make additional skins available to yourself, its best to make your own inventory main folder to hold the individual folders that will contain the actual plane files. So in the main Inventory folder make a new folder called something like "My Skins", and in accordance with 1.6 practice, make two folders in there "Allied" and "Axis".

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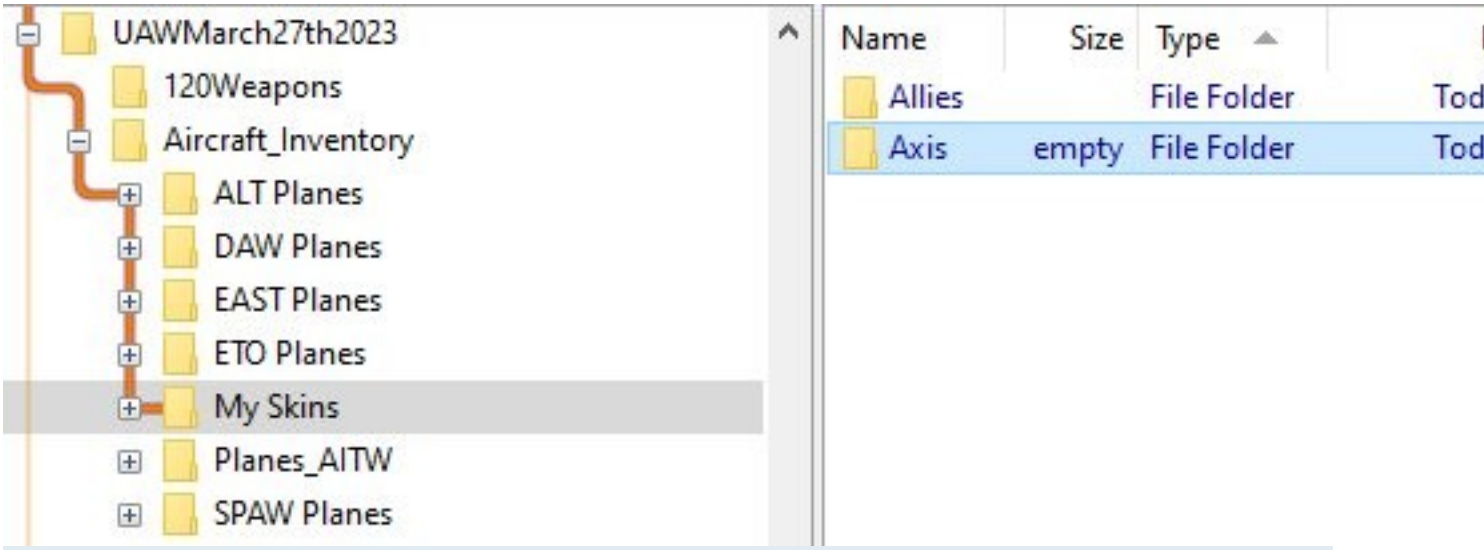
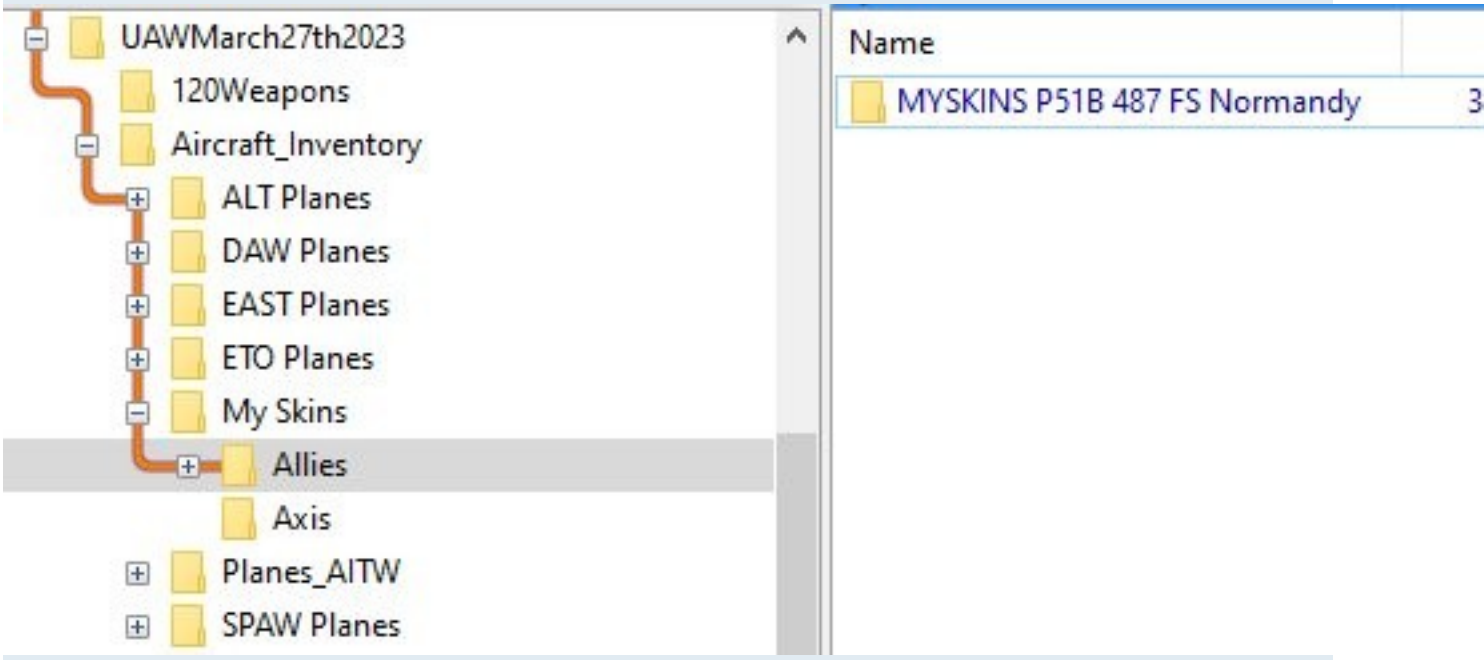
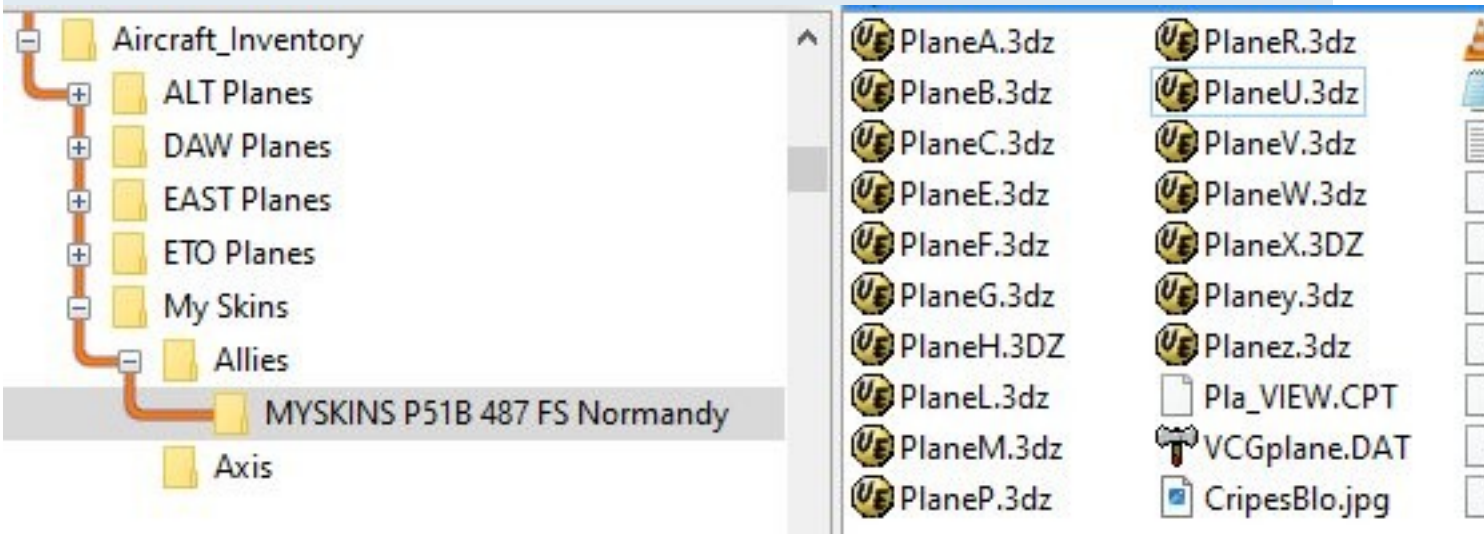


In the "Allied" folder make a subfolder for your new plane and skin. With the p51 we downloaded and converted, you could name the folder "MYSKINS P51B 487 FS Normandy". Use that "MY SKINS" tag so that when you come to edit the plane set, you can clearly see in the planeset editor list that it is one of yours.



Now copy into that folder all the .3dz files, all the .tpc files, and the other files you moved in from the default folder VCGPlane.dat, Pla_view.cpt., hangar.mpc, and NatName.str. Also copy the .jpg file and Chompy's original readme.txt. Those last two are not needed to make the plane fly, but are just for your own reference. Your new plane folder now looks like this:



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To

Post

Add your new plane inventory folder to a planeset

by **Moggy** »

Add your new plane inventory folder to a planeset

See HERE as to how to use the PlaneSet Editor to edit a planeset.

What we're going to do is much the same process. Take an existing default planeset, edit your new P51 into it, and save it as your new planset. In due course, you can replace other default planes in your new planeset with other downloads.

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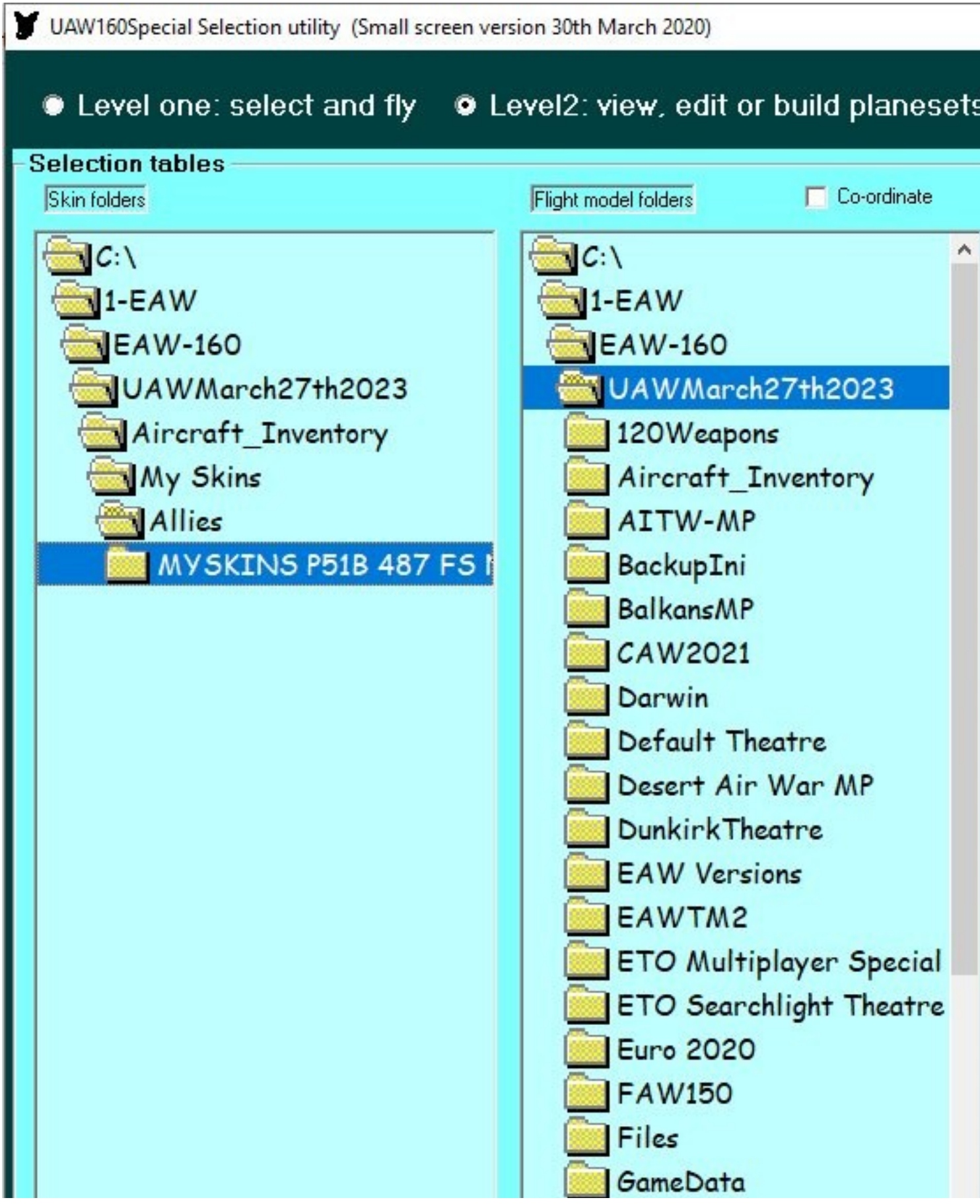
So, open the PlanesetEditor PSM160V4.exe, which lives in the 1.6 root folder. The P51 we downloaded was in use during the Normandy landings, so we can choose the "ETO-1944 Early" default planeset as our starting point. So, In the right hand green panel, click on the "ETO-1944 Early" planeset.

Go to "level 2" (see level selection, top left of the Planeset Editor). ***Immediately***, and before making any changes, enter a new name for your new Planeset (call your new

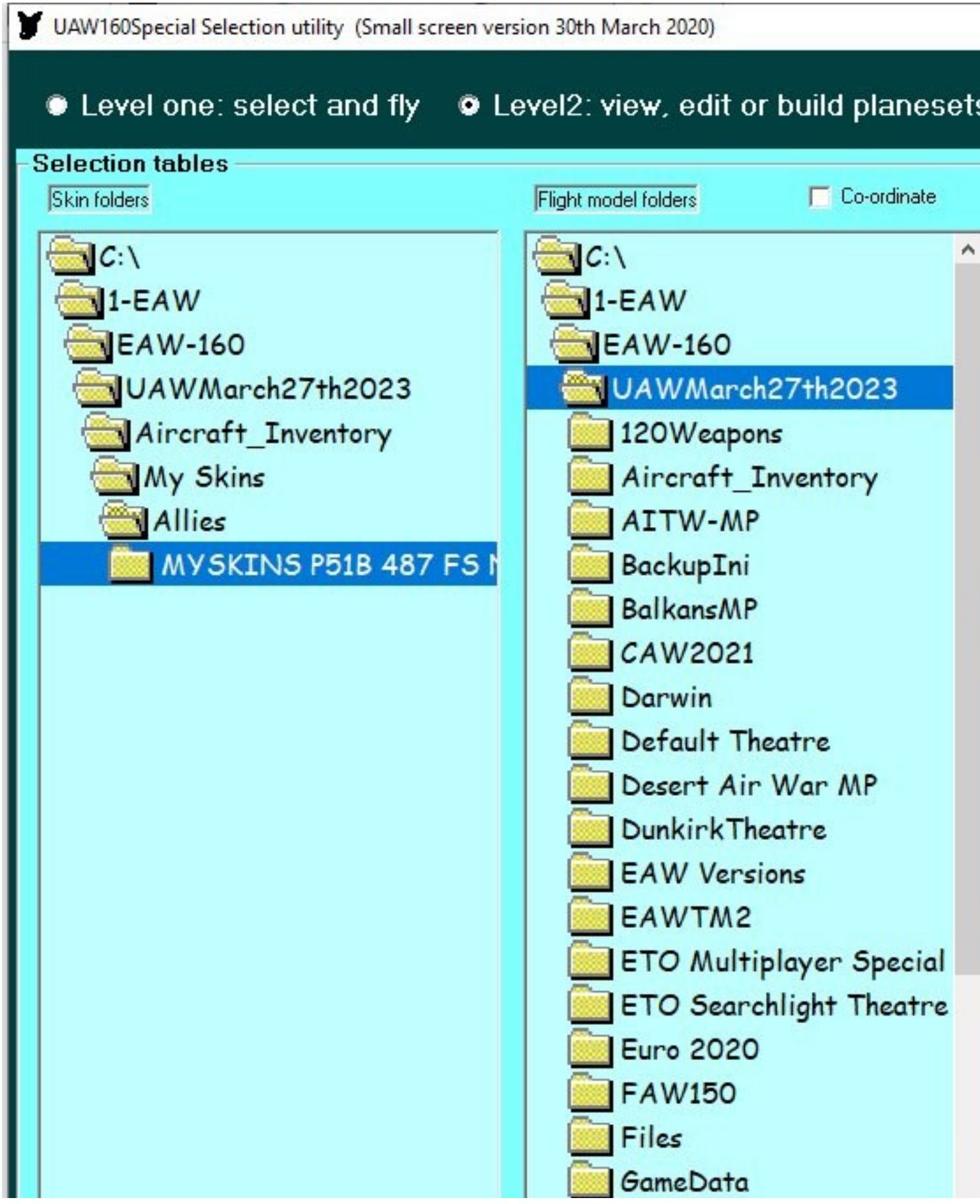
planeset perhaps "My 1944 ETO Planeset") in the yellow rectangle at the bottom of the Level 2 page and press enter. *If you don't do this, the default Planeset you first selected will be overwritten*.

On the level 2 page, use the folder tree in the far left panel (headed "skin folders") to navigate to *Aircraft Inventory/My Skins/Allies/MY SKINS P51B 487FS Normandy* (ie the folder with your new plane). Click on that folder to highlight it.


UAW160Special Selection utility (Small screen version 30th March 2020)
Level one: select and fly
Level2: view, edit or build planesets
Selection tables
Skin folders
Flight model folders
Co-ordinate
C:\
1-EAW
EAW-160
UAWMarch27th2023
Aircraft_Inventory
My Skins
Allies
MYSKINS P51B 487 FS
C:\
1-EAW
EAW-160
UAWMarch27th2023
120Weapons
Aircraft_Inventory
AITW-MP
BackupIni
BalkansMP
CAW2021
Darwin
Default Theatre
Desert Air War MP
DunkirkTheatre
EAW Versions
EAWTM2
ETO Multiplayer Special
ETO Searchlight Theatre
Euro 2020
FAW150
Files
GameData

Note that in the list of the default planeset on the right, there is already a P51B in the fifth slot (which is slot 04 because the first slot is 00)

Now, having highlighted your new plane in the far left panel, double click on the P51B in the "Skins selected" column on the inside right. Your new plane replaces the default P51B as the plane selected.


UAW160Special Selection utility (Small screen version 30th March 2020)
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ETO Multiplayer Special
ETO Searchlight Theatre
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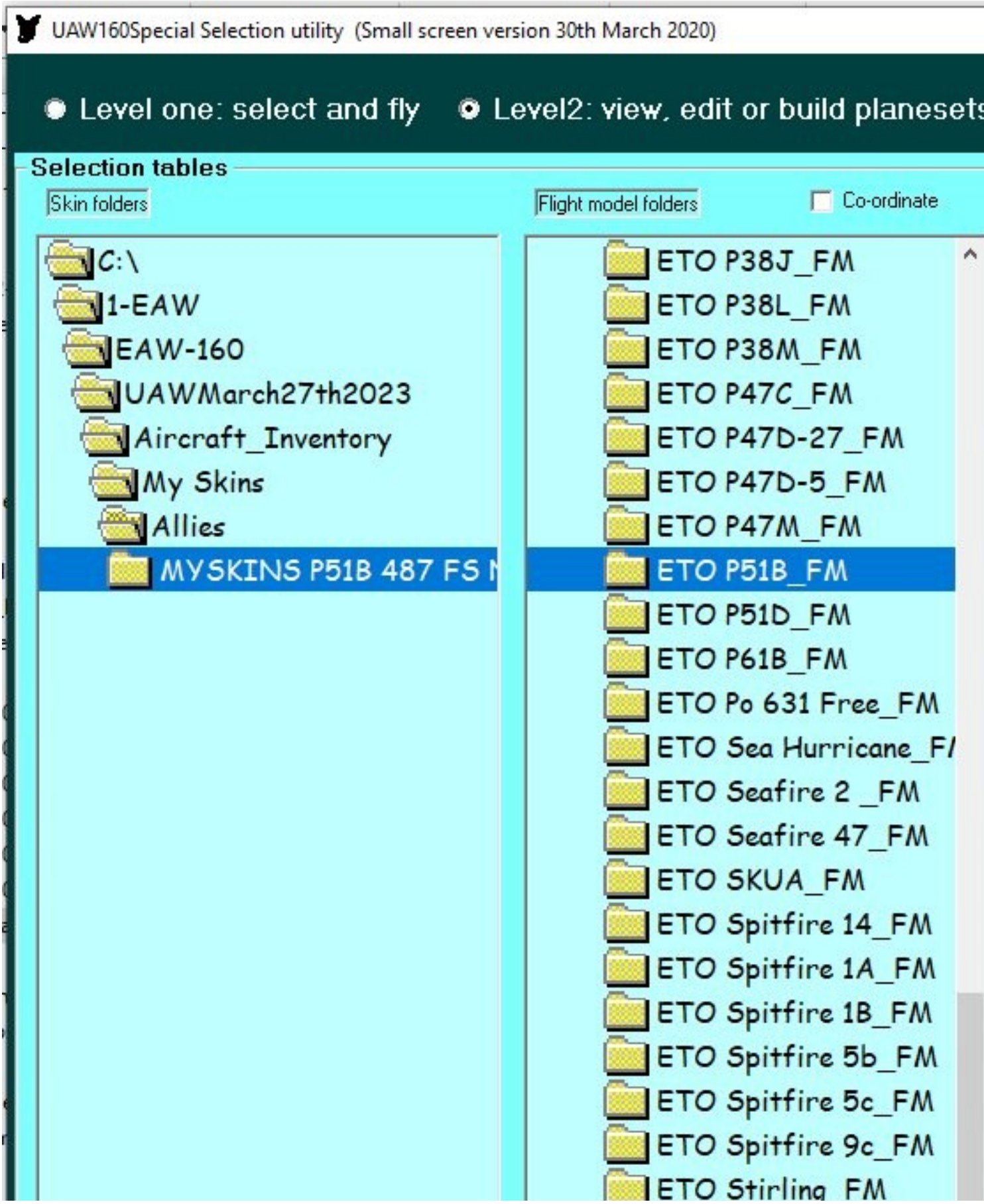
Though we are not changing the Flight Model (FM) for the plane, and will continue to use the default P51B FM, lets have a look at what we would do if we were looking for another FM to use

On the level 2 page, use the folder tree in the inside left panel (headed "flight model folders") to navigate t Aircraft Inventory/ETO Planes/FMs/Allie When you are looking for FMs, always check the "ETO Planes" folder first. Run down the list until you come to "ET P51B_FM". As you can see there is only one default FM available for the P51B, and checking in the list of the planeset "FMs Selected" column on the outside right, you can see it is already selected.


UAW160Special Selection utility (Small screen version 30th March 2020)
Level one: select and fly
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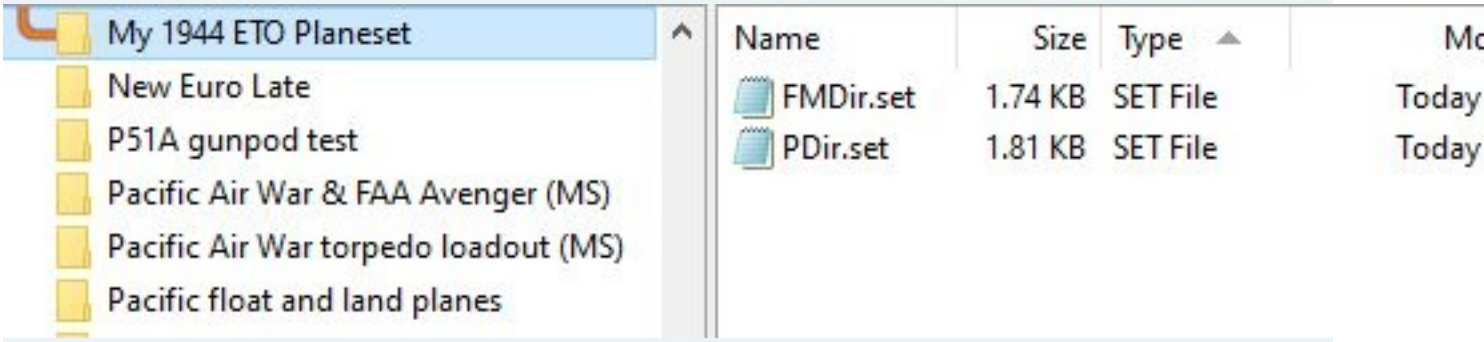
EAW-160
UAWMarch27th2023
Aircraft_Inventory
My Skins
Allies
MYSKINS P51B 487 FS
ETO P38J_FM
ETO P38L_FM
ETO P38M_FM
ETO P47C_FM
ETO P47D-27_FM
ETO P47D-5_FM
ETO P47M_FM
ETO P51B_FM
ETO P51D_FM
ETO P61B_FM
ETO Po 631 Free_FM
ETO Sea Hurricane_F
ETO Seafire 2 _FM
ETO Seafire 47_FM
ETO SKUA_FM
ETO Spitfire 14_FM
ETO Spitfire 1A_FM
ETO Spitfire 1B_FM
ETO Spitfire 5b_FM
ETO Spitfire 5c_FM
ETO Spitfire 9c_FM
ETO Stirling FM

If you did want to change an FM, the procedure would be similar that for changing, or setting up a skin. Highlight by clicking the new chosen FM in the inside left "flight model folders" column, insert into the planeset by double clicking the FM to be replaced or set up in the "FMs Selected" column on the outside right

Click on "Save to GameData" and to verify that you have created a new planeset, check the PlaneSets folder in the 1.6 root



You should see, as above, your new planset folder "My 1944 ETO Planeset" has appeared, and contains th PDir.se an FMDir.se files which tell the exe where to find the planes and flight models in the set

Now close down the PlaneSet Editor

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T
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Fly your new plane

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by **Moggy** »
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Fly your new plane

Open the 1.6 Manager. In the lower left panel select the Default European Theatre. In the centre panel select your new planeset "My 1944 ETO planeset". A list of the set appears in the right blue panel.

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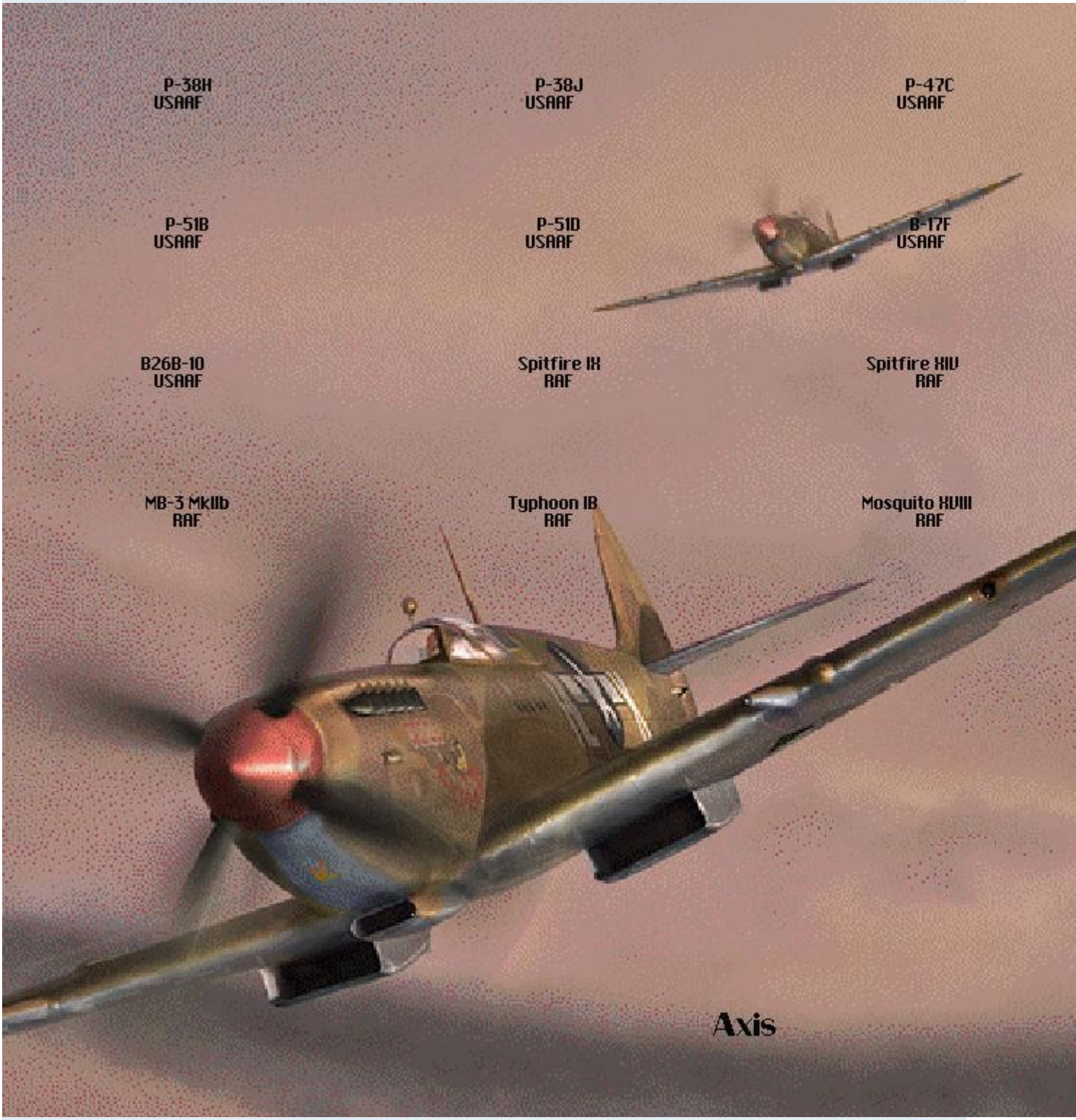
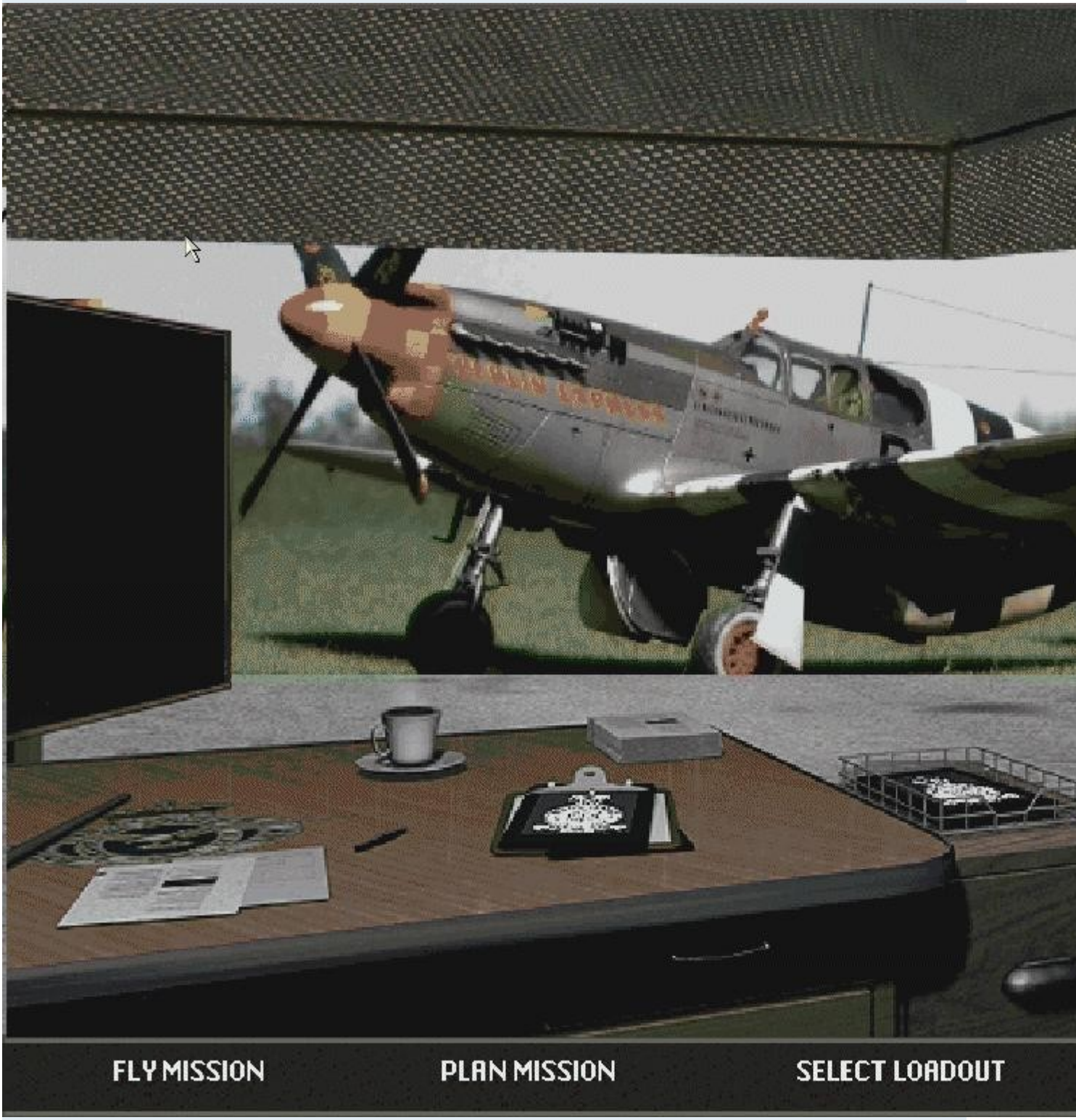
UAW160 File-manager
Game selections and folder information
To post at GR:
Default European Theatre with My 1944 ETO Plan
Select your EAW version:
April26thNewMap120.exe
April26thMPO.exe
April26thNewMap100.exe
April26thNewMap120.exe
April5thOldMap100.exe
April5thOldMap120.exe
March22ndMPO.exe
March22ndNewMap.exe
March22ndOldMap.exe
Sept 23rd MPO Radar.exe
Sept 23rd NewMap Radar.exe
Select a theatre of operations:
Default European Theatre
Added searchlights ETO
AITW-MP
Balkans_MP Summer
Balkans_MP Winter
Carrier Air War (Pacific)
Darwin SF1
DAW MP
Default European Theatre
Dunkirk Theatre
ETO MP special (normal maps)
Euro 2020
European theatre with Barges (V2 2018)
Finland vs Russia (Summer terrain)
Finland vs Russia (Winter terrain)
IRAQ
Mediterranean2021
Moggy's IRAQ 1941 (beta)
New Lake Theatre
New SPAW Floatplanes
Select you aircraft set :
MED-1945 Early
MED-1945 Late
Mediterranean Early
Mediterranean Late
Moggy's Dunkirk Planeset
Moggy's Iraq Planeset
My 1944 ETO Planeset
New Euro Late
P51A gunpod test
Pacific Air War & FAA Avenger
Pacific Air War torpedo loadout
Pacific float and land planes
Pacific floatplanes
Palestine in slot order
Spanish Air War
SPAW MB3
SPAW-1939 Early
SPAW-1939 Late
SPAW-1940 Early
SPAW-1940 Late
SPAW-1941 Early
SPAW-1941 Late
SPAW-1942 Early
SPAW-1942 Late
SPAW-1943 Early
SPAW-1943 Late
SPAW-1944 Early
SPAW-1944 Late

Click "Launch EAW". Choose a single mission



There's your newly installed plane, in the fifth Allied slot.

Select it for a mission.



This is the default P51B hangar. You could make your own one. Just for now, to see the

plane fly, just click on "Fly Mission"

And there you are. Your downloaded 1.2 plane, converted and flying in 1.6

You can build up a whole new planeset in this way